# ✓ Congratulations! You passed!

Next Item



1/1 points

1.

What does a neuron compute?



A neuron computes a linear function (z = Wx + b) followed by an activation function

#### Correct

Correct, we generally say that the output of a neuron is a = g(Wx + b) where g is the activation function (sigmoid, tanh, ReLU, ...).

- A neuron computes a function g that scales the input x linearly (Wx + b)
- A neuron computes an activation function followed by a linear function (z = Wx + b)
- A neuron computes the mean of all features before applying the output to an activation function



1/1 points

2.

Which of these is the "Logistic Loss"?



$$\mathcal{L}^{(i)}(\hat{y}^{(i)}, y^{(i)}) = y^{(i)}\log(\hat{y}^{(i)}) + (1 - y^{(i)})\log(1 - \hat{y}^{(i)})$$



Correct, this is the logistic loss you've seen in lecture!

$$\mathcal{L}^{(i)}(\hat{y}^{(i)}, y^{(i)}) = |y^{(i)} - \hat{y}^{(i)}|^2$$

$$\bigcirc \quad \mathcal{L}^{(i)}(\mathring{\boldsymbol{y}}^{(i)},\boldsymbol{y}^{(i)}) = \mid \boldsymbol{y}^{(i)} - \mathring{\boldsymbol{y}}^{(i)} \mid$$

$$\mathcal{L}^{(i)}(\hat{y}^{(i)}, y^{(i)}) = max(0, y^{(i)} - \hat{y}^{(i)})$$



1/1 points

3.

Suppose img is a (32,32,3) array, representing a 32x32 image with 3 color channels red, green and blue. How do you reshape this into a column vector?

- x = img.reshape((3,32\*32))
- x = img.reshape((32\*32,3))
- x = img.reshape((32\*32\*3,1))

Correct

x = img.reshape((1,32\*32,\*3))



1/1 points

4.

Consider the two following random arrays "a" and "b":

```
1  a = np.random.randn(2, 3) # a.shape = (2, 3)
2  b = np.random.randn(2, 1) # b.shape = (2, 1)
3  c = a + b
```

What will be the shape of "c"?

- c.shape = (3, 2)
- c.shape = (2, 3)

#### Correct

Yes! This is broadcasting. b (column vector) is copied 3 times so that it can be summed to each column of a.

c.shape = (2, 1)



1/1 points

5.

Consider the two following random arrays "a" and "b":

```
1  a = np.random.randn(4, 3) # a.shape = (4, 3)
2  b = np.random.randn(3, 2) # b.shape = (3, 2)
3  c = a*b
```

What will be the shape of "c"?



The computation cannot happen because the sizes don't match. It's going to be "Error"!

## Correct

Indeed! In numpy the "\*" operator indicates element-wise multiplication. It is different from "np.dot()". If you would try "c = np.dot(a,b)" you would get c.shape = (4, 2).

- c.shape = (4, 3)
- ( ) c.shape = (3, 3)
- c.shape = (4,2)



1/1 points

6

Suppose you have  $n_x$  input features per example. Recall that  $X = [x^{(1)}x^{(2)}...x^{(m)}]$ . What is the dimension of X?



 $(n_x, m)$ 

Correct

(m,1)



 $(m, n_x)$ 



1/1 points

7.

Recall that "np.dot(a,b)" performs a matrix multiplication on a and b, whereas "a\*b" performs an element-wise multiplication.

Consider the two following random arrays "a" and "b":

```
1  a = np.random.randn(12288, 150) # a.shape = (12288, 150)
2  b = np.random.randn(150, 45) # b.shape = (150, 45)
3  c = np.dot(a,b)
```

What is the shape of c?

The computation cannot happen because the sizes don't match. It's going to be "	e "Error"!
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c.shape = (12288, 150)

c.shape = (150,150)

c.shape = (12288, 45)

# Correct

Correct, remember that a np.dot(a, b) has shape (number of rows of a, number of columns of b). The sizes match because :

"number of columns of a = 150 = number of rows of b"



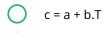
1/1 points

Consider the following code snippet:

```
1  # a.shape = (3,4)
2  # b.shape = (4,1)
3
4  for i in range(3):
5   for j in range(4):
6   c[i][j] = a[i][j] + b[j][1]
```

How do you vectorize this?

c = a.T + b.T



Correct

c = a.T + b



1/1 points

9.

Consider the following code:

```
1    a = np.random.randn(3, 3)
2    b = np.random.randn(3, 1)
3    c = a*b
```

What will be c? (If you're not sure, feel free to run this in python to find out).

This will invoke broadcasting, so b is copied three times to become (3,3), and \* is an element-wise product so c.shape will be (3,3)



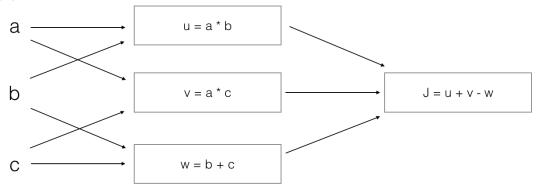
## Correct

- This will invoke broadcasting, so b is copied three times to become (3, 3), and \* invokes a matrix multiplication operation of two 3x3 matrices so c.shape will be (3, 3)
- This will multiply a 3x3 matrix a with a 3x1 vector, thus resulting in a 3x1 vector. That is, c.shape = (3,1).
- It will lead to an error since you cannot use "\*" to operate on these two matrices. You need to instead use np.dot(a,b)



1/1 points

10.



What is the output J?

$$J = (c - 1)*(b + a)$$

$$\int J = (a - 1) * (b + c)$$

## Correct

Yes. 
$$J = u + v - w = a*b + a*c - (b + c) = a*(b + c) - (b + c) = (a - 1)*(b + c)$$
.

$$J = a*b + b*c + a*c$$

$$J = (b - 1) * (c + a)$$



